

ARARUNA POKER: RULES, STRATEGIES, AND SOCIAL IMPACT (ENGLISH EXTRACTED VERSION)

Araruna Poker is an innovative version of traditional poker, developed to create a unique and strategic gaming experience. Using a 54-card deck, including 2 jokers, the game introduces special rules for these jokers, which directly influence players' bets and decisions. With the possibility of up to 8 players, the game features an intense dynamic, where community cards (flop, turn, and river) are progressively revealed, increasing the tension and the need for well-planned strategies. This article details the complete rules of Araruna Poker, including possible combinations, mathematical probabilities, and special rules involving the jokers and the house's automatic win. Additionally, it presents a potential social impact, where, if the house wins, players can choose a parish or charity institution as the beneficiary of the prize, encouraging the practice of good deeds within the context of the game.

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Sumário

Araruna Poker	3
I. Introduction	3
II. Araruna Poker - Complete Rules	4
1. 1 (One) Joker in the Hand:	5
2. 2 (Two) Jokers in the Hand:	5
3. 3 (Three) Jokers in the Hand:	5
4. Automatic House Win:	7
5. "Surprise" Poker - Special Rules:	8
6. Possible Combinations:	9
7. Example of a Game:	9
III. Probabilities	10
IV. Conclusion	11



Araruna Poker

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I. Introduction

On a quiet Sunday, while the world outside seemed to move at its hurried pace, I found myself sitting at the table, carefully observing the 52 cards of a standard deck. There was something intriguing about this set of cards, yet at the same time, I felt there could be more—something that could transform the game into a new experience. It was then that the idea came to me: why not add two jokers to the deck? That way, the deck would have 54 cards, and with that, I could create new possibilities and challenges for the players.

Pôquer Araruna was born simply, on that Sunday morning, as an attempt to transform the classic game of poker into something more dynamic, with an extra layer of strategy and unpredictability. The use of jokers, however, was not meant to be just a common substitution element. I wanted them to play a central role in how the game unfolded. The joker could be invoked in different ways, depending on how many the player received, which would generate a unique tension with every round. One joker could influence the game without allowing players to fold; two jokers would triple the stakes, making everything more risky; and three jokers, in an extreme situation, would create a strategic dilemma, with the possibility of bluffing and the constant threat of losing the round.

Additionally, I decided to include a mechanic where the community cards would be revealed gradually, as players placed their bets. The idea was that the bets to reveal each community card would create a more engaging and unpredictable game dynamic, where each betting decision could change the course of the game.

Throughout the process, the game adjusted, with rules aimed at balancing the unpredictability of the jokers with the need for strategic decisions based on the community cards. Each choice was an opportunity to deceive the opponent or to take advantage of luck, and I wanted players to feel that tension in every round.

Although the game was born on a quiet morning, far from any grand expectations, it is with humility that I share Pôquer Araruna. The goal was not to create something grandiose, but rather a fun experience that could provide good laughs and moments of tension among friends. The addition of the two jokers, transforming the deck into 54 cards, was the starting point for something simple, but that I hope can create challenges and enjoyment for those who venture to play..

II. Araruna Poker - Complete Rules

Deck:

- The game is played with a standard 52-card deck + 2 jokers, totaling 54 cards.
- The joker has a value of 0 and does not replace any cards. It does not form combinations like pairs, three-of-a-kinds, straights, or flushes.

Number of Players:

- From 2 to 8 players can participate in the game.

Initial Deal:

- Each player is dealt 3 cards.
- Throughout the game, 5 community cards (flop, turn, and river) will be revealed, which all players can use to form the best combination of 5 cards, including the cards in each player's hand.

In poker, the flop, turn, and river refer to the stages of revealing community cards during the game. The flop occurs after the first betting round, when the first three community cards are revealed in the center of the table, which all players can use to form their best hand. After the flop, there is a new betting round. The turn is the fourth community card, revealed after the second betting round, offering more possibilities for players to form combinations.

Finally, the river is the fifth and final community card, revealed after the third betting round. After the river, the final betting round takes place, and then players reveal their hands to determine the winner of the round, using the best possible combinations of their hand and the community cards.

Objective:

- The goal of the game is to make the best combination of 5 cards using your hand cards and the community cards, following the traditional poker combinations (e.g., pair, three of a kind, full house, etc.).

Special Rules for the Joker:

1. 1 (One) Joker in the Hand:

- The player invokes the joker, and all other players cannot fold and must continue in the round.
- The joker is returned to the deck, and the player draws 1 new card.

2. 2 (Two) Jokers in the Hand:

- The player automatically triples their bet, and no player can fold.
- The jokers are returned to the deck, and the player draws 2 new cards.

3. 3 (Three) Jokers in the Hand:

When a player receives 3 Jokers in their starting hand, they face a unique and highly risky situation, full of tension and strategy. This situation presents a major dilemma, as although the jokers do not form combinations with other cards, their presence can trigger a sequence of unpredictable events. Here's how this rule works in detail:

- **Return of the Jokers to the Deck:**

When a player has 3 jokers in their hand, they are required to return all 3 jokers to the deck. This is done to ensure that the cards in the game continue to be handled in a fair and balanced manner, and the joker is not used as a substitute for other traditional combinations, such as a pair or three of a kind.

- **Drawing 3 New Cards:**

After returning the 3 jokers to the deck, the player draws 3 new cards, maintaining the flow of the game and the possibility of improving their hand. These cards could be crucial for forming a winning combination, depending on the player's luck or skill.

➤ Joker Risk:

The higher risk arises if, after drawing the 3 new cards, the player receives a joker again. In this case, they automatically lose the round, regardless of the other cards in their hand or the community cards.

This loss effect is only triggered during the showdown, meaning when all players reveal their hands at the end of the round. However, the player has the option to continue bluffing until the showdown, attempting to make their opponents fold before their hand is revealed.

➤ Bluffing Strategy:

Bluffing is a key element in this scenario, as the player can try to deceive the other players into folding before the cards are revealed. If the player is able to convince the others to fold before the showdown, they win the bet even if the joker is present in their hand.

➤ Fold of Other Players:

If all other players fold before the showdown, the player with the 3 jokers can win the round without revealing their cards, leveraging bluffing and strategic manipulation of the bets. This creates a game dynamic where psychology and player behavior become just as important as the cards in hand.

➤ Moment of High Tension:

The revelation of the cards, known as the showdown, is the climax of the round. If the player with the 3 jokers has not been able to deceive their opponents and a joker appears among their cards after the turn or river, they lose definitively.

If no joker appears in the new cards, the player will have the chance to compete with their hand, making the bets and risks increase exponentially, as the possibility of losing everything at any moment makes the game much more unpredictable.

➤ Game Strategy:

In this scenario, the bets become extremely tense, as players know that if the player with 3 jokers is clever enough, they may win without revealing their hand, forcing others to fold.

This puts the players in a delicate position, where, in addition to the cards they hold, they must be aware of the behavior and strategy of the others, considering whether the player with the 3 jokers might be bluffing or not..

4. Automatic House Win:

In Araruna Poker, the automatic house win is one of the most intriguing and impactful elements of the game, bringing an unexpected and high-tension dynamic. When 3 jokers appear among the community cards, the house automatically wins, and all players lose their bets. However, there are detailed rules on how to handle 1 or 2 jokers among the community cards. Here is a complete description of the possible situations:

➤ Appearance of 3 Jokers in the Community Cards:

If, at any point in the game, the 3 jokers appear among the community cards (flop, turn, or river), the house wins automatically. This immediately ends the round, and all players lose their bets made up to that point.

This situation prevents any player from forming valid combinations with the community cards, as jokers cannot be used to form pairs, three of a kinds, straights, or flushes. The presence of the three jokers makes any attempt to create a winning hand impossible, leading to an automatic win for the house.

➤ Appearance of 1 or 2 Jokers in the Community Cards:

When 1 or 2 jokers appear among the community cards, this makes it impossible to form any valid card combinations, as jokers cannot be used to form pairs, three of a kinds, full house, or any other hand.

➤ Handling of 1 Joker:

If only 1 joker appears among the community cards, the house must immediately discard it. The joker is removed from the game, and then the house shuffles the deck to draw a new card in place of the joker.

This new card cannot be a joker, as the house only has 3 jokers in total, and this ensures that the automatic house win rule is not compromised. If, by any chance, the deck returns a joker, it will be discarded again, and the house will draw a new subsequent card.

➤ Handling of 2 Jokers:

If 2 jokers appear among the community cards, the house must discard both of them. In this case, the 2 jokers are removed from the game, and the

deck is shuffled again, with the house drawing 2 new cards to replace the discarded jokers.

As with the case of 1 joker, the new drawn cards cannot be jokers, since the deck only contains 3 jokers in total. If one of these new cards is a joker, it will be discarded, and the process will continue until two valid cards are drawn from the deck.

➤ Situation with 3 Jokers:

If, after the process of discarding and replacing cards, the house draws the third joker (the last one remaining in the deck), it will be discarded immediately, and the house will draw a new subsequent card.

This ensures that the joker is not used to form any combination or trigger another automatic house win. The automatic house win rule only applies if all 3 jokers are on the table as community cards, and not if only 1 or 2 of them appear.

➤ Process Until the 5 Community Cards:

Throughout the betting rounds and the revelation of community cards (flop, turn, and river), if there is a need to replace one or more jokers, the house will follow the procedure of discarding the jokers and shuffling the deck to draw valid cards.

When all 5 community cards are revealed and there are no jokers among them, the betting continues, and the game proceeds according to the traditional poker combinations.

➤ Impact on Players' Strategies:

The fact that the house can win automatically by revealing 3 jokers creates a tense and unpredictable game dynamic, as all players are aware that the community cards could eliminate their chances of winning at any moment. This aspect may discourage players from betting high in the early rounds, as the possibility of an automatic house win always looms.

The handling of jokers throughout the game also puts players in a delicate position. If a community card is a joker, the player may find themselves in a situation where their hand loses value, and they must quickly adjust to the new game conditions, betting more aggressively or attempting to bluff to force other players to fold.

5. "Surprise" Poker - Special Rules:

The community cards are not revealed immediately. Instead, the house requires players to bet a specific amount to reveal each community card.

First Community Card: To reveal the first community card, players must collect X chips (e.g., 10 chips). Once the value is reached, the card is revealed.

Second Community Card: To reveal the second community card, players must collect Y chips (e.g., 15 chips). The process of collecting chips and revealing the cards is repeated for the third, fourth, and fifth community cards, with the amounts increasing progressively (e.g., 20 chips for the third card).

Betting Objective: The betting system to open the community cards adds strategy, as players must balance their bets and try to influence the other players to contribute the necessary chips to reveal the cards.

6. Possible Combinations:

- ❖ **Royal Flush** (sequence of 10, J, Q, K, A, all of the same suit)
- ❖ **Straight Flush** (sequence of 5 cards of the same suit)
- ❖ **Four of a Kind** (4 cards of the same value)
- ❖ **Full House** (3 cards of the same value + 2 cards of another value)
- ❖ **Flush** (5 cards of the same suit, but not in sequence)
- ❖ **Straight** (Colored Sequence) (sequence of 5 consecutive cards with at least two suits the same)
- ❖ **Straight** (sequence of 5 consecutive cards, but with different suits)
- ❖ **Three of a Kind** (3 cards of the same value)
- ❖ **Two Pairs** (2 pairs of cards of the same value)
- ❖ **Pair** (2 cards of the same value)

7. Example of a Game:

- The game begins with each player receiving 3 cards.
- The player with 1 joker invokes the joker, and all other players cannot fold and must continue.
- Another player with 2 jokers triples the bet, and no one can fold.
- A third player with 3 jokers returns the cards to the deck and draws 3 new cards.
- If 3 jokers appear among the community cards, the house wins automatically.

The community cards are revealed gradually, based on the bets made by the players to unlock each of the 5 community cards.

III. Probabilities

In Pôquer Araruna, probabilities play a crucial role, directly impacting the players' decisions during the game. Each possible combination of cards has a different chance of occurring, as well as the appearance of jokers and the possibility of an automatic house win. To better understand how these elements affect the game, let's explore the probabilities of classic poker hands, the impact of jokers, and the chance of an automatic house win.

First, let's analyze the most desired hands and their respective probabilities. The **Royal Flush**, a sequence of 10, J, Q, K, and A, all of the same suit, is the rarest hand and has a probability of 1 in 649,740. The **Straight Flush**, which is a sequence of 5 consecutive cards of the same suit, occurs with a probability of 1 in 72,193. Both hands are extremely difficult to form, with very low chances. **Four of a Kind**, consisting of 4 cards of the same rank, has a probability of 1 in 4,165, being a strong hand but more accessible than the Straight Flush.

A **Full House**, made up of 3 cards of the same rank and 2 cards of a different rank, has a probability of 1 in 694, while a **Flush**, which is 5 cards of the same suit but not necessarily in sequence, occurs with a probability of 1 in 508. A **Color Straight** (5 consecutive cards with at least two suits identical) has a chance of 1 in 254, as does a Straight, which is a sequence of 5 consecutive cards but with different suits. Both are considerably common hands and form frequent combinations in the game.

Other more common hands, such as **Three of a Kind** (1 in 47), Two Pair (1 in 21), and **Pair** (1 in 2.4), have a significantly higher chance of occurring. A Pair, for example, is the most likely combination, occurring in almost half of the hands.

As for the jokers, which are added to the deck to increase the unpredictability and dynamics of the game, the probability of a **joker** appearing among the community cards (flop, turn, or river) is about 4%, which is equivalent to once every 25 hands on average. As for the players' hands, the probability of having at least one joker is about 11%, considering that the deck contains 2 jokers.

Finally, there is the possibility of an **automatic house win**, which occurs when all 3 jokers appear among the community cards. Although this is extremely rare, with a probability of about 0.0005%, if it happens, the house

wins the round without the need for any further bets or player decisions. However, if only 1 or 2 jokers appear among the community cards, they are replaced with normal cards, ensuring that the game continues without any external interference.

IV. Conclusion

The creation of Pôquer Araruna was a journey of experimentation and learning. The game started from a simple moment but evolved into a dynamic and unique experience, full of strategies and unpredictable decisions, with the addition of jokers and the gradual revelation of community cards. Every detail was carefully thought out to add a special touch to the classic poker game, allowing players of all levels to engage in a fun and challenging way.

Throughout the development, the goal was not just to create a game, but also to incorporate a philosophy of community and solidarity. That's why we included a special rule: when the house wins, players who are not in casinos have the option to choose a parish or charity to benefit from the victory. This decision aims to make the game not just an entertainment opportunity, but also a moment to contribute to something greater, helping those who need it most.

With that, Pôquer Araruna goes beyond fun; it becomes a way to promote unity, camaraderie, and solidarity among players. I hope that, by playing it, people not only find enjoyment but also the satisfaction of making a difference in the lives of others, even during moments of leisure.